Disney
CLASSICS

Stitch

EXPERIMENT 626

Disney
INTER
ACTIVE

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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IN A SECRET LAB

...on a distant planet in a strange part of the universe, Experiment 626 is born. Well, not quite "born." 626 is actually the creation of the eccentric scientist, Jumba, and he's the pinnacle of years of genetic research. Jumba designed 626 to be an indestructible master of mayhem, and if previous experiments are any guide, Jumba has succeeded. The little blue creature is nearly impervious to all forms of attack and is capable of destruction on a galactic scale. But 626 is not alone in the lab. When he awakes Experiment 621 is already there, watching. Both are the latest in a long series of experiments, and their series, the 600s, has been a smashing success. Could 626 be the greatest of all?

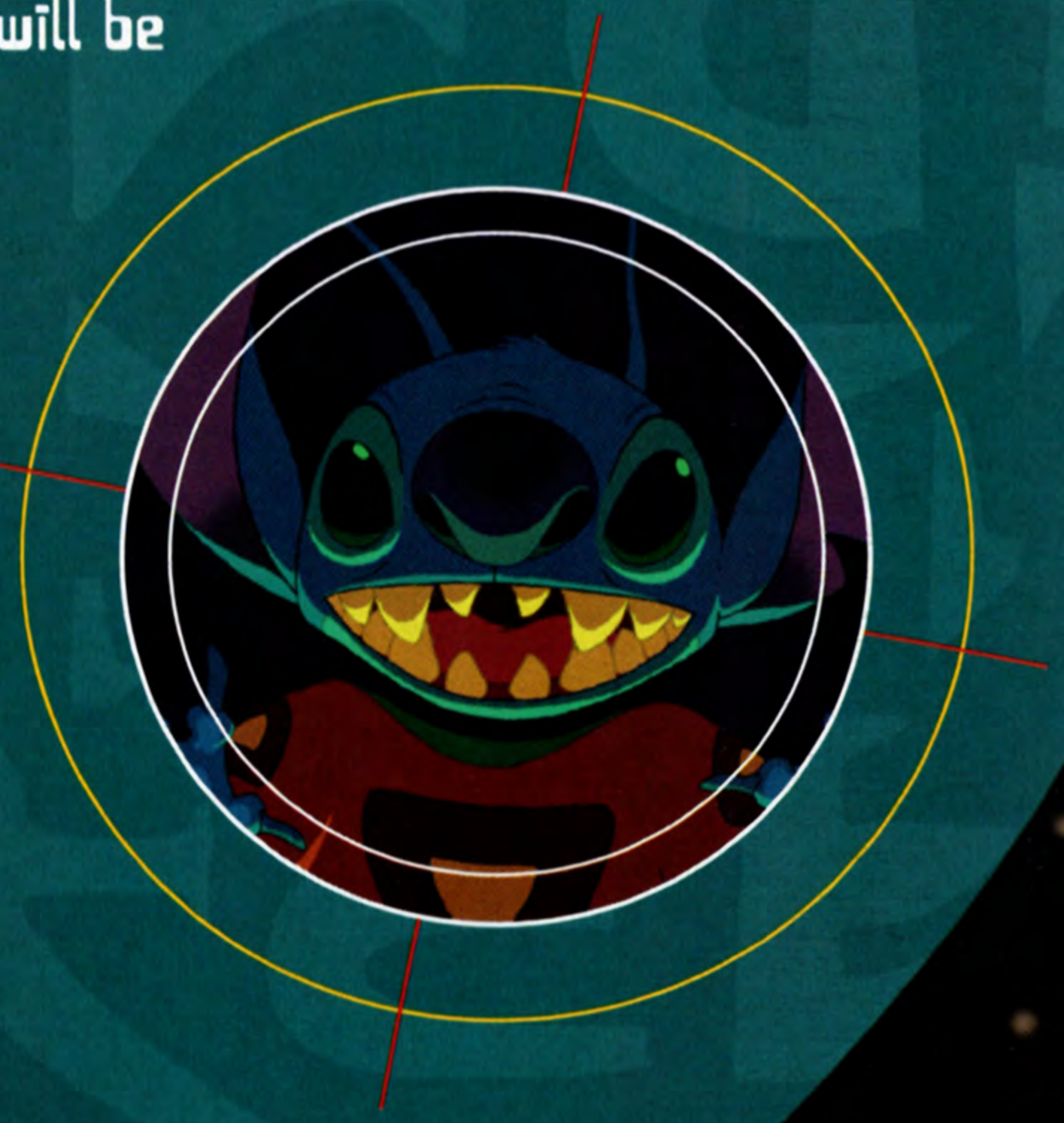
In another secret lab not so far away, Jumba's arch nemesis is hard at work on experiments of his own. The nefarious Dr. Habbitrale is racing to create mutants more powerful than anything cooked up in Jumba's lab. For his first test, 626 will make his way to Dr. Habbitrale's mountain hide-away and demonstrate that nothing is more powerful than Jumba's creations, and certainly nothing designed by Dr. Habbitrale.

Meanwhile, Captain Gantu watches all of these proceedings, aboard a gigantic military ship on the fringes of the galaxy. He is observing the activities of these scientists with a great deal of interest, waiting for them to cross the line.

Perhaps their destructive little mutants will go a step too far this time... then it's a long, long stay in a very uncomfortable place for Jumba, Habbitrale, and their miserable little creations.

Now you take control of Experiment 626, aka Stitch. Jumba has planned a series of missions designed to test his latest experiment. In each of these, Stitch's chief goal is to collect DNA for Jumba to use in his ongoing genetic research, then reach the teleporters at the end of each level to return to the lab. Stitch is fond of destruction, and he's very good at causing it, so along the way he will do his best to cause as much mayhem as possible, while still getting the job done. Let him do what comes naturally! Destruction in these worlds often yields surprising results! As Stitch collects more DNA, more worlds will open for exploration... and destruction!

Standing in the way will be many foes. Some are pushovers. Others are very powerful indeed. It's time to prove that Stitch is worthy of his reputation.

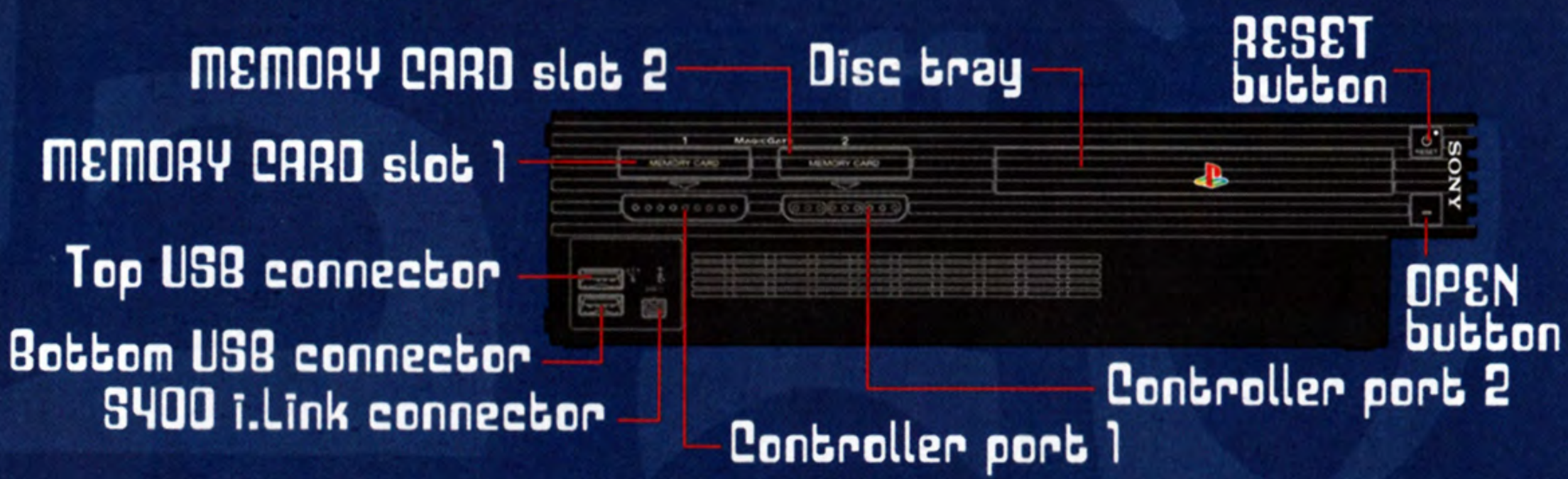


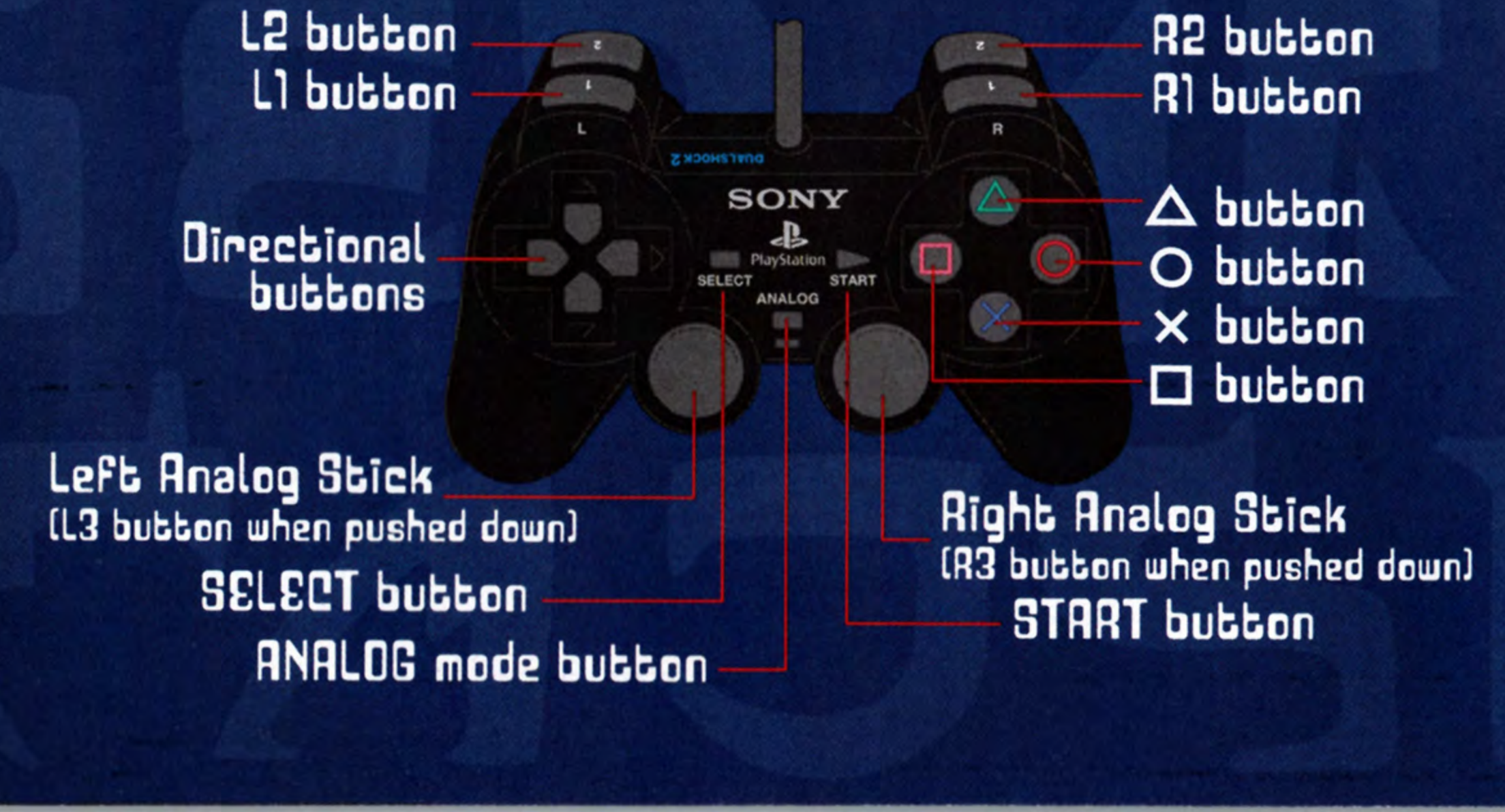
SETTING UP

Set up your Console according to the instructions in its instruction Manual. Insert the Disney's Stitch: Experiment 626 disc and close the disc cover. Turn the Console ON at the POWER button. Do not insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play. To save game settings and results or continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD Slot 1 before starting play.

QUICK START

Refer to the instructions below to quickly get Stitch on his way. You'll find more detailed information about Stitch and his abilities, as well as gameplay tips and information about his universe, in the pages that follow. Here's an early tip: if it looks like something you might like to smash, bust-up, or destroy, Stitch is ready. It's part of his design. When in doubt, break something.





MENU CONTROLS

Use these buttons to navigate through a menu screen.

(UP), (DOWN), (LEFT), (RIGHT) ..... Highlight Menu Options

⊗ button ..... Select/Confirm

△ button ..... Return to the previous screen

IN-GAME CONTROLS

These are the default controller settings.

Left Analog Stick ..... Direction and Aim

Directional Buttons (D-Buttons) ..... Walk and Aim

⊗ button ..... Jump (Tap again in midair for Double Jump)

□ button ..... Fire Ray Guns

○ button ..... Lift/Throw

△ button ..... Fire Special Weapon

L1 ..... Speed Burst/Ball Slam

L2 ..... Snap Camera View (Tap)/ Side-Strafe (Hold)

R1 ..... Jetpack/Grapple

R2 ..... Lock-on and Circle-Strafe (Hold)

Right Analog Stick ..... Look Around (Press to snap Stitch to camera)

START button ..... Pause Menu

SELECT button ..... Hide/Show Interface

GETTING STARTED

THE TITLE SCREEN

Press the (START) button to open the Main Menu. You will be asked to load a saved game or select an empty slot from your MEMORY CARD. The game will automatically save your progress as you play.

LOAD FAILED SCREEN

You'll see this screen if you don't have a MEMORY CARD inserted into MEMORY CARD Slot 1, or if you have a MEMORY CARD inserted but no game saved to it. Press the ⊗ button to continue to the next screen.

MAIN MENU

Choose a world to explore from this menu. See 'Choosing a World' below for more details. You can also set game options by pressing (START) and opening the Pause Menu.

OPTIONS

Change game settings here, as described below.

CONTROLS

From this menu, you can adjust the following game functions:

VIBRATION FUNCTION

Press the ⊗ button to switch the Vibration Function of your DUALSHOCK®2 analog controller ON or OFF. Then use D-Button (UP & DOWN) to continue on to other Options Menu choices.

INVERT LOOK

Press the ⊗ button to switch the direction of the (UP & DOWN) control when using the (RIGHT ANALOG STICK) to look around Stitch's world. When this selection is "on," control will behave like an aircraft stick, (UP) pitches the camera forward, (DOWN) pulls the camera back. When this selection is "off," these controls will be reversed.

INVERT JETPACK

Press the ⊗ button to switch the direction of the (UP & DOWN) control when flying with the Jetpack. When this selection is "on," control will behave like an aircraft stick, (UP) pitches the camera forward, (DOWN) pulls the camera back. When this selection is "off," these controls will be reversed.

VIEW CONTROLS

This selection will show you the controller configuration for the game. When you have finished reviewing the controls, tap the △ button to go back to the Main Menu.

MONO/STEREO

Press the ⊗ button to switch between Stereo and Mono sound. When you have finished making your selection, press the △ button to return to the Main Menu.

SOUND EFFECTS

Press D-Button (LEFT) to lower the sound effects volume or (RIGHT) to raise the sound effects volume. When you have finished making your selection, press the △ button to return to the Main Menu.

MUSIC

Press D-Button (LEFT) to lower the music volume or (RIGHT) to raise the music volume. When you have finished making your selection, press the △ button to return to the Main Menu.

GAME CREDITS

Choose this option to see the names of all the people who made the game. Press the ⊗ button to return to the Options Menu.

CHOOSING A WORLD

Use the Main Menu to move from world to world as you help Stitch collect DNA for Jumba. The first world is open to you when you start the game, but others are closed until you unlock them by collecting DNA. The circular picture window tells you how much DNA is required to open each locked world.

The spinning DNA icon on the Main Menu tells you how much total DNA you have collected so far.

From the Main Menu, Press D-Button (LEFT) or (RIGHT) to choose a world to explore. Press the ⊗ button when the world you have chosen appears in the picture window.

CHOOSING AN AREA

Within each world are several areas from which you can collect DNA. As with the world menu, Press D-Button (LEFT) or (RIGHT) to choose the area to which you want to go. Press the ⊗ button when the area you have chosen appears in the picture window. Each area contains 50 pieces of DNA for you to collect. The picture window tells you both how many pieces of DNA you have collected in each area, and how many DNA are needed to open the next locked area. To complete a level you must locate the teleporter at the end of the area.

SECRETS

As you guide Stitch through his missions, collect all the film reels you find. You'll need them to purchase and unlock secrets. A counter at the bottom of the screen tells you the total number of film reels you have collected so far.

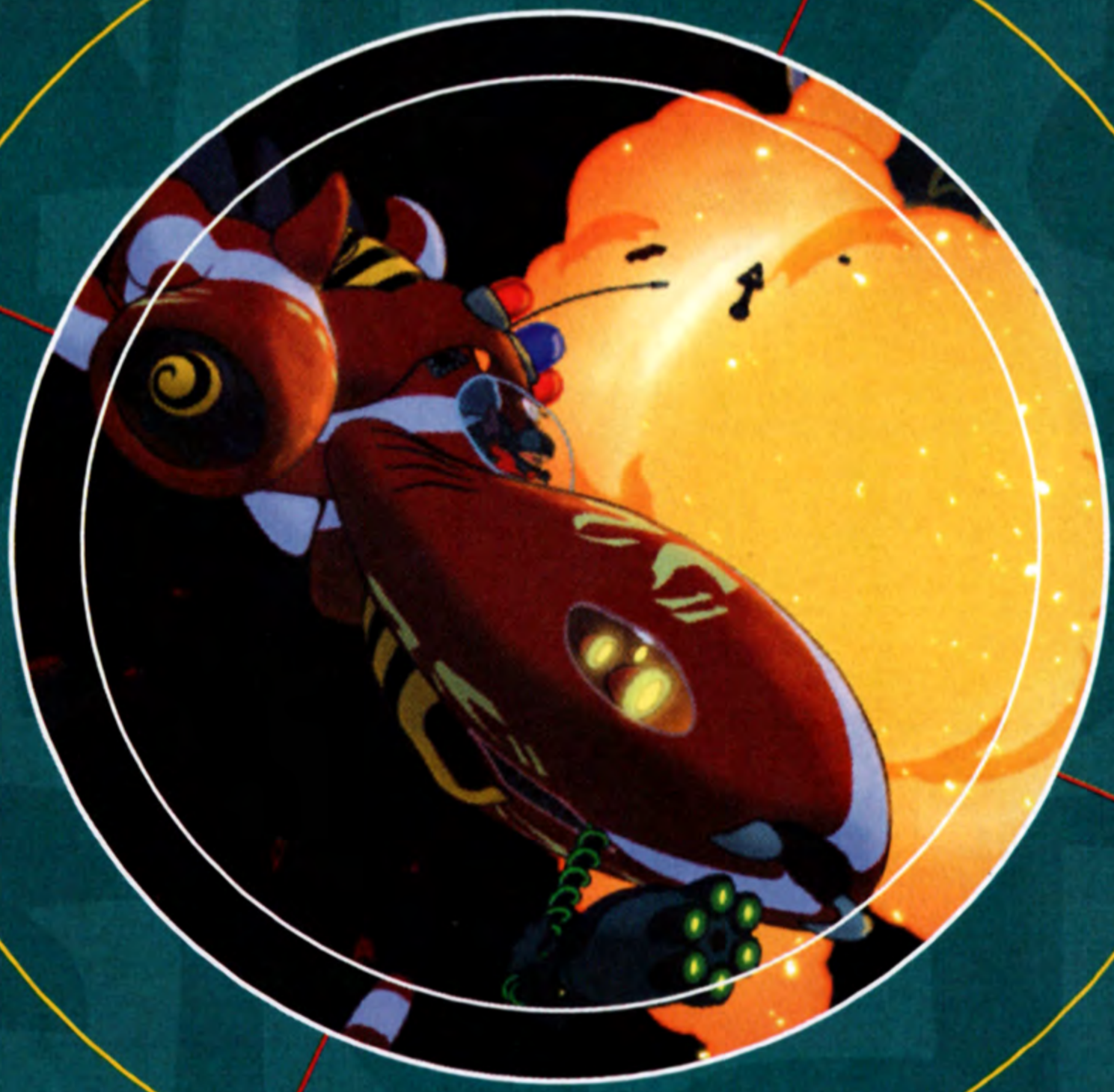
To unlock a secret, go to the main menu and select secrets. Press D-Button ⟨UP⟩ or ⟨DOWN⟩ to highlight a locked selection. Selections appear in Stitch's alien language until they are unlocked and revealed. Press the ⊗ button to make your selection. If you have enough film reels, the secret will be revealed!

To access a secret, Press D-Button ⟨UP⟩ or ⟨DOWN⟩ to highlight a selection. Press the ⊗ button to make your selection.

Press the △ button to return to the Main Menu.

QUIT

Press the △ button to return to the Title Screen.



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PLAYING DISNEY'S STITCH: EXPERIMENT 626

MAIN GAME SCREEN

You view the action from behind and slightly above Stitch. Move him through the alien environments, collecting as much DNA as possible. Run, jump, climb... and destroy! Beware the dangerous obstacles that stand between Stitch and completion of the job Jumba has given him. Pay special attention to Stitch's facial expression on the Health Meter. If he doesn't look too good, it might be a good idea to find some Alien Toes to restore his health.

HEALTH METER

The red section shows Stitch's health. You can tell how much damage Stitch has sustained by his facial expression. If this bar disappears, Stitch returns to the previous checkpoint.

SLOW MO METER

The purple section shows how much burst energy Stitch has collected. As Stitch performs Speed Bursts and Ball Slams, this meter will begin to disappear. Fill it by collecting more Slow Mo objects.

DNA

This shows the total amount of DNA Stitch has collected. Under the spinning DNA icon, you can see the amount of DNA needed to open the next world.

GUNS

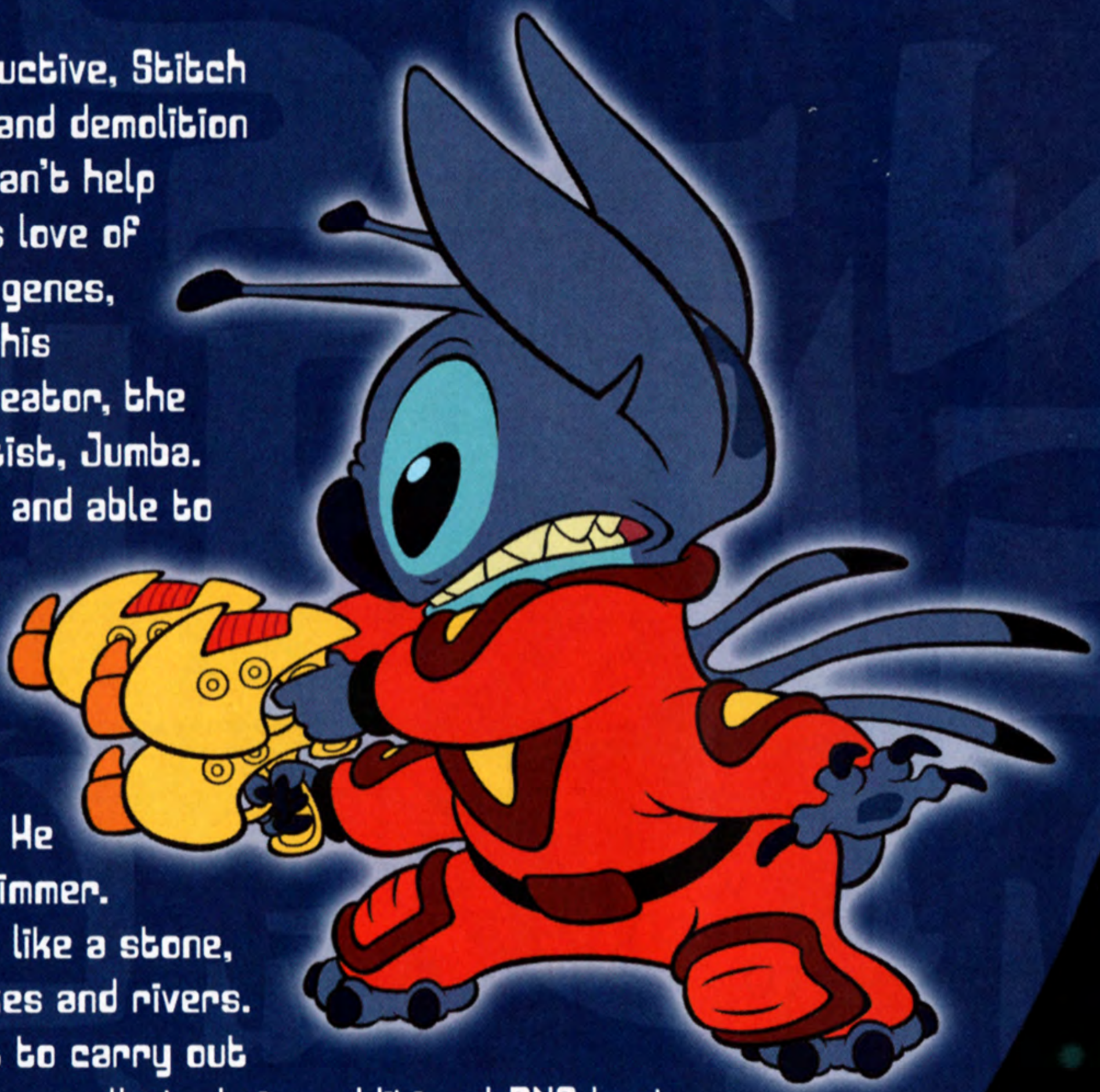
Stitch can carry up to four guns. This shows the number of guns Stitch is currently carrying. If Stitch is carrying a special weapon (freeze gun or big gun), it will be displayed here until the special weapon runs out of shots.

JET PACK

If Stitch is wearing the Jet Pack, this indicator shows the amount of Jet Pack fuel remaining.

STITCH

Manic and destructive, Stitch craves freedom and demolition most of all. He can't help himself, since his love of mayhem is in his genes, hard coded into his biology by his creator, the eccentric scientist, Jumba. Stitch is sturdy and able to take a lot of damage. He can move quickly, jump very high, and even climb walls. He is not a good swimmer. In fact, he sinks like a stone, so beware of lakes and rivers. He does his best to carry out Jumba's orders – usually to bring additional DNA back to the lab for further genetic experiments – but too often his nature causes far more devastation than is tolerable.



STITCH'S MOVES

Use the D-Buttons or the Left Analog Stick to control his direction. Stitch has the ability to climb sheer walls and cliffs and jump to extreme heights using his double-jump. If he's in a hurry, he can put all six limbs on the ground and really move.

NORMAL

Stitch gets around just fine on two of his six limbs, allowing him to stand upright and use his other four limbs to carry objects and enemies, or up to four Ray Guns. Interesting possibilities for chaos abound.

SPEED BURST

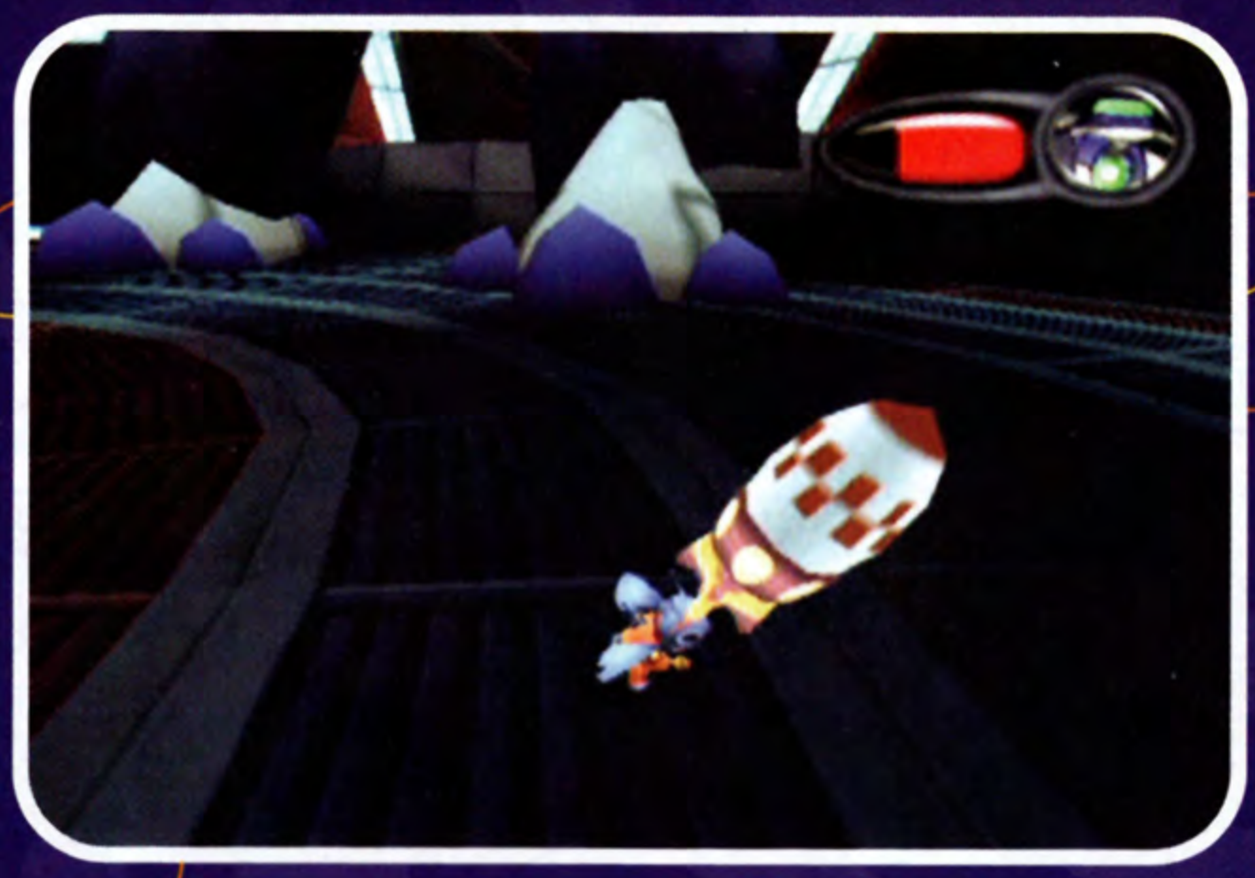
Sometimes Stitch needs to get somewhere fast and drops to all six to scurry along. Tap ⟨L1⟩ to go into Speed Burst Mode. Time slows dramatically for Stitch – it's like the world is in Slow Motion, but only for Stitch. While everybody else lags behind at 'normal' speed, Stitch hurries along in a blue flash. It takes a lot of energy to race around this way, so Stitch can't keep up the pace for long. He's a superior specimen of strength and dexterity, but there are limits. His Speed Burst meter (the purple bar beneath his health) shows how many times Stitch can burst. To refill the meter, pick up a Slow Mo object. Use the Speed Burst to dodge attacks, or to cover a piece of ground rapidly, or even to shoot more rapidly than enemies who only fire at 'normal' speed. Combine with a well-timed shift to a Ball Slam (see page 15) for awesome destructive capabilities (Tip: press the ⟨L1⟩ button while Stitch is in mid-air from a jump or fall).

CLIMBING

Stitch's incredibly sharp claws allow him to climb many sheer walls and cliffs. When in Normal or Speed Burst Mode, approach a wall or cliff, and, if he can sink his claws into it, he'll start to climb. He needs all six limbs while climbing, but he can still fire two of his four Ray Guns. Not as devastating as a barrage from all four Ray Guns, but useful nonetheless.

LIFTING AND THROWING

The mix of DNA Jumba included in Experiment 626's design gives Stitch out of this universe strength. He can lift hatchling eggs, big bombs, and even many enemies. Once in his grasp, Stitch can give them the heave-ho to clear the way. To lift an object, approach it and press the ◉ button. Stitch will carry the object until it's thrown by pressing the ◉ button again.



STITCH'S COMBAT SKILLS

Stitch's preferred approach to combat is direct and to the point. This usually means that fights are furious and brief. A fusillade from up to four of his Ray Guns will bring down most common foes. For others, consider combinations of Ray Guns and a little bit of stealth... Because Stitch is Stitch, he's eager to use these skills to generate havoc and mayhem wherever he happens to be. Feel free to use these weapons and skills on anything you see. Stitch is happiest when you do.

RAY GUNS

Standard issue Plasma Ray Guns. Press the ▣ button to fire. To strafe, press and hold ⟨L2⟩ or ⟨R2⟩, then move left or right. Strafing will keep the enemy in Stitch's gunsights while he moves laterally on two feet. ⟨L2⟩ strafes side-to-side in a straight line, while the ⟨R2⟩ strafe moves Stitch in a circle around his opponent.

When upright in Normal movement, Stitch can wield up to four of these, unleashing a devastating barrage. If two of his limbs are holding an object, well he'll only be able to fire two Ray Guns. Stitch starts each level with a single Ray Gun. As he explores the world and defeats enemies, he'll find additional guns hidden inside objects. When Stitch picks up another Ray Gun, the Ray Gun meter moves up one dot to indicate the current number of guns in Stitch's arsenal. If Stitch is defeated, he will also lose some of his firepower.

SPEED BURST TO BALL SLAM

Some enemies can't be defeated by Ray Guns – plasma salvos bounce right off their tough armor! That doesn't mean the battle is lost. It means Stitch gets to use his Ball Slam instead! Here's how it works. Have Stitch jump into the air, then press and hold the ⟨L1⟩ button. Time slows to a crawl as Stitch goes into super-speed mode – it looks like the world is in slow motion, but really Stitch is moving much, much faster than everything else (like a Speed Burst), giving you enough time to help Stitch aim at a target. Once you've lined up the enemy, release the ⟨L1⟩ button to send Stitch careening into the target. After you've mastered this attack, try to get multiple Ball Slams on the same enemy by immediately pressing ⟨L1⟩ again after each successful slam.

SPECIAL ITEMS

Sometimes these are just lying around and sometimes they are hidden in hard to reach places. Sometimes they are inside other objects – smash them open to find out what's inside! Or just smash everything to pieces because it's fun. No matter. Keep your eyes open when the dust clears; you never know what you'll find in the rubble.

DNA

Jumba sends Stitch and 621 after these bits of genetic code for use in his ongoing experiments. Collect them to open other worlds and complete your goals.

GUIDANCE MARKERS

Jumba is always watching Stitch's progress. Move Stitch into these spinning red disks to get a word of advice from 626's creator.

CHECKPOINTS

When these platforms are activated, Jumba can return Stitch to these points if he should be defeated, instead of starting the mission over from the beginning. An activated checkpoint can also help you find your way. The flashing arrows on top point the way to the next objective.

ALIEN TOE

Gobble up mutated Alien Toes to restore Stitch's health. They may not look appetizing, but each restores a bit of Stitch's health. They have no effect if Stitch already has maximum health.

MOVIE REELS

Collect these to unlock secrets, which you access through the Secrets menu on the Main Menu. From there, choose a secret to buy, and spend reels to unlock it. The more reels you find, the more secrets you can buy!

SQUID BOTS

These hovering robots will lead Stitch on a wild chase to find hidden Movie Reels. To activate a Squid Bot, simply bump into it, and the chase is on! Better hurry, because if a Squid Bot pauses for too long, it will warp back to its starting position.

SLOW MO

Stitch can only enter Slow Motion mode (Ball Slam, Speed Burst) for short periods of time. Collecting Slow Mo objects refills the purple Slow Mo meter and allows Stitch more time for this type of fast-paced action.

JET PACK

Find one of these, strap it on Stitch's back and go! Press and hold (R1) to accelerate the Jet Pack and use the Left Analog Stick to control Stitch's direction. While you're jetpacking, watch for rings. These rings refuel your jetpack, and without them, you won't get far!

GRAPPLE GUN

Aim the Grapple Gun at pipes and beams to swing Stitch into action. Press and hold the (R1) button to fire and the Grapple will swing Stitch forward. As long as you hold the (R1) button, Stitch will swing back and forth and the Grapple will remain attached. Pump the Left Analog Stick forward and back to gain more speed and momentum. At the right moment, release (R1) and watch Stitch fly! Try a double-jump after a Grapple swing to gain extra distance.

SPECIAL WEAPONS

In addition to his four Ray Guns, Stitch can use special weapons he finds throughout the galaxy. When you've got one of these, press the △ button to fire. Each special weapon has a limited number of shots; don't waste them destroying objects. Save them for the really tough opponents.

FREEZE RAY

Encases the target in a block of ice. Stitch, of course, can then shoot the frozen target and watch it shatter into a million bits!

BIG GUN

A jumbo-size variant of Stitch's normal Ray Guns. This version shoots guided rockets, so after you've Locked On an enemy (tap (R2)), press the △ button to let the rocket fly. There's not much to do after that but wait and watch the thrilling explosion.

PAUSING THE GAME

Sometimes your world interferes with Stitch's, or maybe the volume of Stitch's world is interfering with yours. What to do? Press the (START) button to pause the game. Choose <<Resume>> to keep playing the game, or choose <<Options>> to open the in Game Options Menu (where you can adjust game volume, among other things). Choose <<Level Select>> to save your game and move to a different area. When you're ready to re-join Stitch, press (START) again.

SAVING THE GAME

Rather than make Stitch do something he isn't very good at – like sit still while you save the game – Disney's Stitch: Experiment 626 saves automatically! When you leave a level by choosing <<Level Select>> from the Pause Menu or by reaching the teleporter, your progress is saved to the current MEMORY CARD slot. Once you've selected a saved game slot at the start of your first game, you never have to worry about saving again.

STITCH'S ENEMIES

Just to give you an idea of what you're up against, below you'll find a brief list of some of Stitch's enemies. You'll find plenty more as you explore the galaxy.

SOLDIER

Standard issue space-soldiers in combat armor. Slow, not too smart, and lightly armed. They'll put up a fight, if only a brief one.

HEAVY SOLDIER

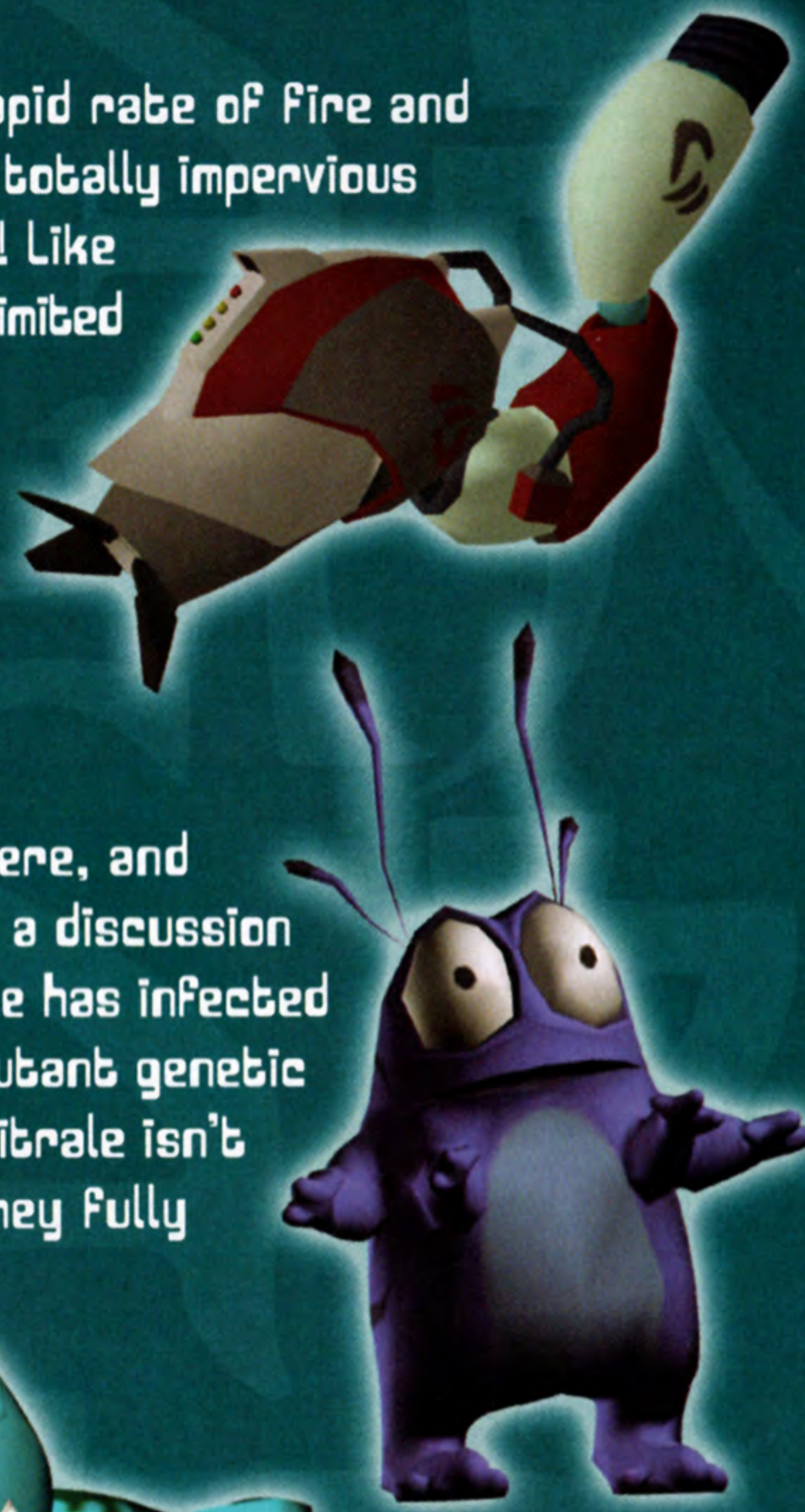
These are tougher, smarter and stronger than regular soldiers. They are so heavily armored that they are impervious to Stitch's shots! They are equipped with powerful, heat seeking rockets.

FROGBOT

Large, flying robots with an impressive looking strafe attack designed and built by the military. Many private security firms use them too, so they are common. They're dumber than Soldiers and only a bit tougher. The lack of complex sensing equipment leaves them vulnerable to sneak attacks, especially from behind.

WALL GUN

Wall Guns, with their rapid rate of fire and strong plasma bursts, are totally impervious to Stitch, even his ball slam! Like Frogbots, they're machines with limited intelligence and their sensory devices merely track motion, making them easy to distract.



GREEMA

Cute, cuddly Greemas are found everywhere, and normally they wouldn't be included here in a discussion of Stitch's enemies. However, Dr Habbitrale has infected some, (quite a lot of them, in fact) with mutant genetic code. The sick ones look a little odd (Habbitrale isn't half the scientist Jumba is), but when they fully mutate they're awful looking beasts, nearly three times the size of Stitch. Their hides are very tough, too tough for Ray Guns.

BUZZER

They look and fly like giant dragonflies, but Buzzers are more like common household flies – pests to get rid of with a swat (or a blast from all four Ray Guns). Nothing more than annoying when you've got better things to do.

STITCH'S 'FRIENDS'

JUMBA

Jumba, the eccentric scientist who specializes in genetics. He has an affection for Stitch, somewhat like a parent's, but since Stitch is a genetic experiment and not actually a child, Jumba can be callous about 626's general welfare. Jumba doesn't enjoy seeing Stitch hurt, though it's not always clear if his concern arises out of his affection or his desire that his creations be superior in every way. After all, a flaw in the creation means the creator is himself flawed. He does not tolerate suggestions that Stitch is not the most powerful creature ever created in a lab. Jumba's got a short fuse – he angers quickly, but even at the height of a rage, he always manages to take care of himself – before he worries about anyone else.

EXPERIMENT 621

Stitch's immediate predecessor, 621 is envious of his younger sibling. Perhaps he's well aware of the realities in Jumba's lab – later experiments such as 626 are superior models, if only slightly. They are more likely to be destined for greatness than the older models. 621 desperately wants to please Jumba... and he won't let 626 get into his way.

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